

POWERPLAY TECH



Team Members

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Project Title: Eagles Academy Website

Client: Eagles Academy and Adults Education – Kyeremankomah, Kintampo North

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1. Introduction

Sprint 1 covered the period from **30th June – 04 July 2025**. The primary objective was to lay the foundation of the project by developing **Figma prototypes, an ERD design, and a static landing page**. These deliverables provided the initial framework to guide subsequent sprints. The sprint also involved refining user stories and establishing backlog prioritization using story points, following agile principles as outlined by Sommerville (2016) and Pressman & Maxim (2020).

2. Updated Sprint Backlog

Task ID	Description	Story Points
US-1	Register (Student)	3
US-2	Enroll (Student)	3
US-3	Manage Users (Admin)	5

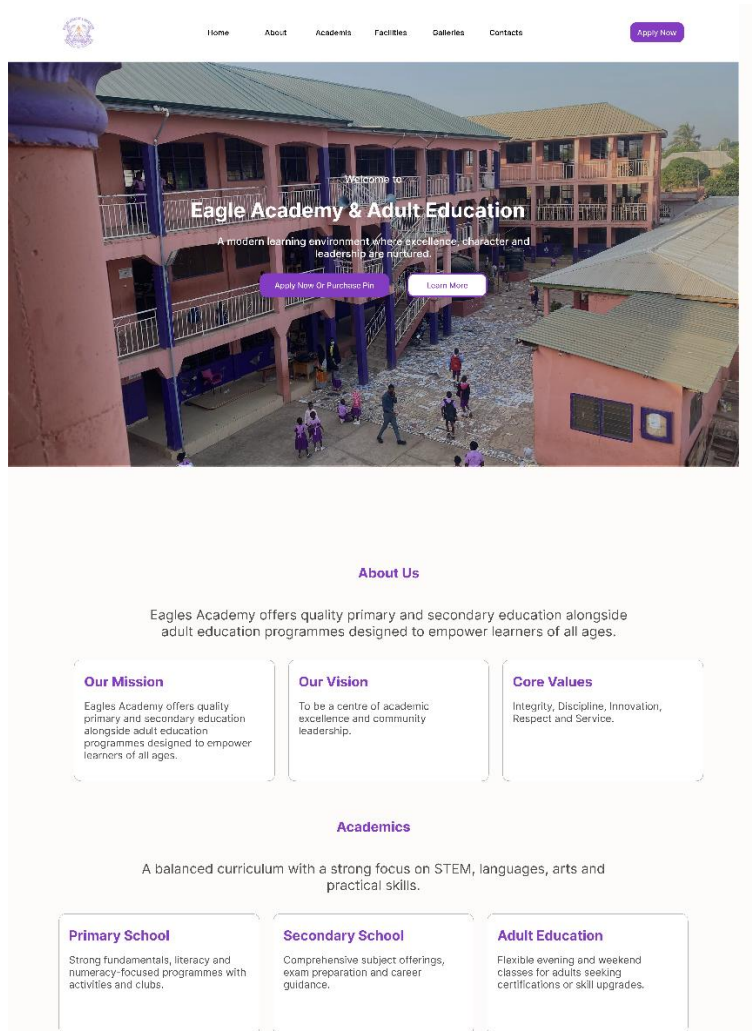
Total backlog points: 11

Sprint Velocity Assumption: 3 points per sprint

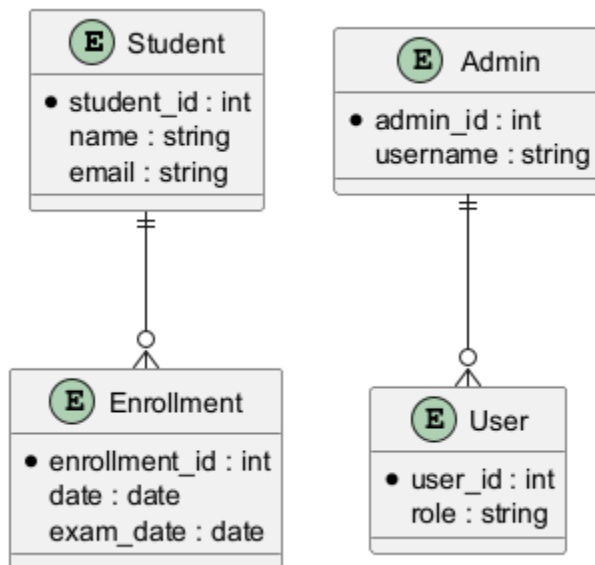
3. Functionality Implemented

At the close of Sprint 1, the team achieved the following functionalities:

- **Figma Prototypes** (Mockups for landing page.)



- **Entity Relationship Diagram Design** (A draft database model capturing key entities (Student, Enrollment, Admin)).



- **Static Landing Page**, which constituted a responsive HTML/CSS page with project branding, navigation links, and placeholder content.

The above aligns with **Deliverable 1** (Sprint 1: Figma prototypes, ERD design, and static landing page.) in the proposal, providing a solid basis for user interaction and backend development in later sprints. This follows as described in Pressman & Maxim (2020), particularly on prototyping and architectural modeling.

4. User Stories

Using scenario-based modeling (Sommerville, 2016), epics were decomposed into smaller user stories.

Breakdown of Epics

Epic ID	Original Epic	Derived User Stories
E1	Student Onboarding	US-1 (Register), US-2 (Enroll)
E2	Admin Management	US-3 (Manage Users)

Story Sizing (Fibonacci-based estimation):

- US-1: 3 points
- US-2: 3 points
- US-3: 5 points

Total backlog = **11 points**.

Understandably, student focused features should be tackled first as it is students and prospective students that admins would manage. So, these user stories were prioritized to ensure that core student-facing functionalities (registration, enrollment) were addressed before admin features. This aligns with (Pressman & Maxim, 2020), who asserts user-focused design principles.

5. Lessons Learned

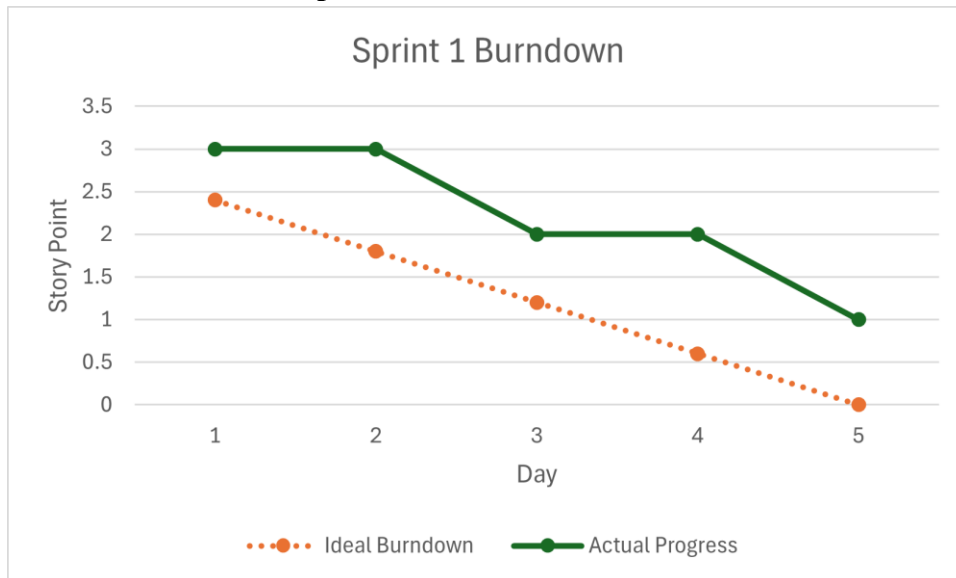
- **What went well:**
 - Using prototyping tools like Figma proved effective and made implementation very efficient.
 - Scenario-based modeling and engagements with stakeholders and among team members helped clarify user requirements early.
- **What did not go well:**
 - The team failed to engage proper planning.
 - There was poor accountability among team members, which resulted in near deadline slips.
 - The team failed to properly assign tasks.
- **Improvements for next sprint:**
 - Introduce specific task ownership to avoid duplicated effort and deadline slips or non-completion of tasks.
 - Ensure proper team management and commitment.

6. Velocity & Burndown Chart

- **Planned Story Points: 3**

- **Completed Story Points:** 3 (US-1 and US-2 finished).
- **Sprint Velocity:** 3 points.

Burndown Chart for Sprint 1



7. Quality & Metrics

- **Non-Functional Requirements**

Initial focus dedicated to responsiveness and accessibility in the static landing page.

- **Quality Assurance:**

- Manual cross-browser checks conducted on popular browsers (Chrome, Edge).
- The reviewed entity relationship diagrams for consistency and correctness.

- **Metrics**

The team has yet to automate metrics, but informal testing confirmed page loads correctly and prototypes work across devices.

8. Collaboration and Tools

- **Collaboration:**

Tasks were apportioned and assigned among team members according to member's strengths.

The team makes decisions collaboratively via Microsoft Teams.

- **Tools**

- GitHub for version control.
- Figma for prototyping.
- Microsoft Teams for sprint meetings and progress reviews.
- WhatsApp group for team day to day communication.

9. Conclusion

Sprint 1, though was very challenging for the team, successfully delivered the initial system foundation: prototypes, an ERD model, and a static landing page. Moving on, basis has been set for Sprint 2, which will focus on implementing the news/events page, gallery module, and academic information pages.

References

Pressman, R. S., & Maxim, B. R. (2020). *Software Engineering: A Practitioner's Approach* (9th ed.). McGraw-Hill.

Sommerville, I. (2016). *Software Engineering* (10th ed.). Pearson.